GLOSSARY

AA - antiaircraft
acquisition range - sensor range against a category of targets. Targets are usually categorized as infantry, armored vehicles, or aircraft. Acquisition includes four types (or levels of clarity, in ascending order of clarity): detection, classification, recognition, and identification. Where the type of acquisition is not specified, the acquisition range will be regarded as sufficient for accurate targeting. This range is comparable to the former Soviet term *sighting range*.
AAM - air-to-air missile
AGL - automatic grenade launcher
AIFV- airborne infantry fighting vehicle
aka - also known as
AM - amplitude modulated (communications)
antitank - functional area and class of weapons characterized by destruction of tanks. In the modern context used in this guide, the role has expanded to fit the term "antiarmor" (which includes systems and munitions which can be employed against light armored vehicles)
AP - antipersonnel
APAM - antipersonnel - anti-materiel (ammunition)
APE - armor-piercing explosive (ammunition)
APERS-T - antipersonnel - tracer (ammunition)
APC - armored personnel carrier
APC-T - armor-piercing capped tracer (ammunition)
AP HE - armor-piercing high explosive (ammunition)
API-T - armor-piercing incendiary tracer (ammunition)
APERS-T - antipersonnel tracer (ammunition)
APT - armor-piercing tracer (ammunition)
APU - auxiliary power unit; auxiliary propulsion unit
ASM - air-to-surface missile
AT - antitank
ATGL - antitank grenade launcher
ATGM - antitank guided missile
aux - auxiliary
average cross-country (speed) - vehicle speed (km/hr) on unimproved terrain without a road
AVLB - armored vehicle-launched bridge

burst (rate of fire) - artillery term: the greatest number of rounds that can be fired in 1 minute

caliber - munition diameter (mm or inches), used to classify munition sizes; barrel length of a cannon (howitzer or gun), measured from the face of the breech recess to the muzzle
canister - close-range direct-fire ammunition which dispenses a fan of flechettes forward
CC - cargo-carrying (ammunition)
CCM - counter-countermeasure

CE - chemical energy: the class of ammunition which employs a shaped charge for the lethal mechanism. Ammunition types which employ CE include HEAT and HESH (see below).
CM - countermeasure
coax - coaxial
CRV - combat reconnaissance vehicle
CW - continuous wave (communications)
cyclic (rate of fire) - maximum rate of fire for an automatic weapon (in rd/min)

decon - decontamination
direct-fire range - maximum range of a weapon, operated in the direct-fire mode, at which the bullet's trajectory will not rise above the height of the intended point of impact on the target. At this range, the gunner is not required to adjust for range in order to aim the weapon. The comparable Russian term is *point blank range*.
DPICM - dual-purpose improved conventional munitions (ammunition)
DPICM-BB - dual-purpose improved conventional munitions, base-bleed (ammunition)
DU - depleted uranium (ammunition)
DVO - direct-view optics

ECM - electronic countermeasure
EMD - engineering, manufacture and development. Fielding phase between prototype and IOC.
EO - electro-optic, electro-optical
ERA - explosive reactive armor
ERFB - extended range full-bore (ammunition)
ERFB-BB - extended range full-bore, base-bleed (ammunition)
est - estimate
ET - electronic timing (ammunition fuze type)
European - from a consortium of firms located or headquartered in several European countries

FAE - fuel-air explosive (ammunition). This munition technology is employed in aerial bombs and artillery munitions, and uses a dispersing explosive fill to produce intense heat, a long-duration high-pressure wave, and increased HE blast area
FCS - fire control system
FFAR - folding-fin aerial rockets
flechette – small steel darts (much like nails) used to fill artillery rounds (and some bombs). Generally thousands of these darts are fired (similar to a shotgun in an anti-personnel role) dispensing the flechettes forward over a wide area. Unlike **canister rounds,** FSU artillery rounds use a time fuze, permitting close-in direct fire, long-range direct fire, and indirect fire.
FH - frequency-hopper (radio, communications)
FLIR - forward-looking infrared (thermal sensor)
FLOT - forward line of own troops
FM - frequency modulated (communications)
FOV - field of view
frag-HE - fragmentation-high explosive (ammunition)
FSU - former Soviet Union

gen - generation. Equipment such as APS and (thermal and II) night sights are often categorized in terms of 1st, 2nd or 3rd generation of development, with different capabilities for each.
GP MG - general purpose machinegun
GPS - global positioning system

HE - high explosive (ammunition)
HEAT - high-explosive antitank (also referred to as shaped-charge ammunition)
HEAT-FS - high-explosive antitank, fin-stabilized (ammunition)
HEAT-MP - high-explosive antitank, multi-purpose
HEFI - high-explosive fragmentation incendiary (ammunition)
HEI - high-explosive incendiary (ammunition)
HEP-T - high explosive plastic-tracer (ammunition)
HESH - high-explosive squash head (ammunition)
HF- high frequency (communications)
hps - hops per second (communications)
HUD - head-up display
HVAP-T - hypervelocity, armor-piercing tracer (ammunition)

I-T - incendiary - tracer (ammunition)
IFF - identification friend-or-foe
IFV - infantry fighting vehicle
II - image intensification (night sighting system)
ILS - instrument landing system
INA - information not available
IR - infrared

K-kill - catastrophic kill (simulation lethality data)
kbits - kilobites per second (communications)
KE - kinetic energy: class of ammunition which transfers energy to the target for the lethal mechanism. Ammunition types which employ KE include AP, APFSDS-T, and HVAP-T.

LAFV - light armored fighting vehicle
LLLTV - low-light-level television
LMG - light machinegun
LRF - laser rangefinder

mach - speed of sound, based on atmospheric conditions (1160 km/h at sea level)
max - maximum
maximum aimed range - maximum range of a weapon (based on firing system, mount, and sights) for a given round of ammunition, while aiming at a ground target or target set with sights in the direct-fire mode. The range is not based on single-shot hit probability on a point target, rather on tactical guidance for firing multiple rounds if necessary to achieve a desired lethality effect. One writer referred to this as *range with the direct laying sight*. Even greater ranges were cited for *salvo fire*, wherein multiple weapons (e.g., tank platoon) will fire a salvo against a point target.

max effective range - maximum range at which a weapon may be expected to achieve a high single-shot probability of hit (50%) and a required level of destruction against assigned targets. This figure may vary for each specific munition and by type of target (such as infantry, armored vehicles, or aircraft).
max off-road (speed) - vehicle speed (km/hr) on dirt roads
MCLOS - manual command-to-line-of-sight
MG - machinegun
Mk - Mark
MRL - multiple rocket launcher

N/A - not applicable
NBC - nuclear, biological, and chemical
Nd - neodymium, type of laser rangefinder
NFI - no further information
normal (rate of fire) - artillery term: rate (in rd/min) for fires over a 5-minute period
NVG - night-vision goggle
NVS - night-vision system

PD - point-detonating (ammunition fuze type)
Ph - probability of hit (simulation lethality data)
PIBD - point-initiating base-detonating (ammunition fuze type)
pintel - post attached to a firing point or vehicle, used to replace the base for a weapon mount
Pk - probability of kill (simulation lethality data)
practical (rate of fire) - maximum rate of fire for sustained aimed weapon fire against point targets. The rate includes reload time and reduced rate to avoid damage from overuse. Former Soviet writings also refer to this as the **technical rate of fire**.

RAP - rocket-assisted projectile (ammunition type)
recon - reconnaissance
Rd - round
ready rounds - rounds available for use on a weapon, whether in autoloader or in nearby stowage, which can be loaded within the weapon's stated rate of fire
RF - radio frequency
RHA - rolled homogeneous armor, often used as a standard armor hardness for measuring penetration of anti-tank munitions
RHAe - RHA equivalent, a standard used for measuring penetrations against various type armors
rpm - rounds per minute (aircraft)

SACLOS - semiautomatic command-to-line-of-sight
SAM - surface-to-air missile
shp - shaft horsepower (aircraft)
SP - self-propelled
SSM - surface-to-surface missile

stadiametric - in this guide, a method of range-finding using stadia line intervals in sights and target size within those lines to estimate target range
stowed rounds - rounds available for use on a weapon, but stowed and requiring a delay greater than that for ready rounds (and cannot be loaded within the weapon's stated rate of fire)
sustained (rate of fire) - artillery term: rate (in rd/min) for fires over the duration of an hour

tactical AA range - maximum targeting range against aerial targets, aka: **slant range**
TAR - target acquisition radar
TELAR - transporter-erector-launcher and radar
thermobaric - HEI volumetric (blast effect) explosive technology similar to fuel-air explosive and used in shoulder-fired infantry weapons and ATGMs
TLAR - transporter-launcher and radar
TOF - time of flight (seconds)
TTP - tactics, techniques, and procedures
TTR - target tracking radar

UI - unidentified

VEESS - vehicle engine exhaust smoke system
VHF - very high frequency (communications)
vs - versus

w/ - with (followed by associated item)
WP - white phosphorus (ammunition)